



Lieutenant Jim Dugan

MOV	ARC	COM	RAN	MYT	WND
4/8	4/4	6/5	6/4	3	11

SAN								
8	7	6	5	4	3	2	1	0

Leader – This model when activated gains +1 AP

North wind's breath – Cost 2 MYT (May be used once per game)

All friendly models within 10" increase MOV by +1/+2 and gain +1/+0 COM until the start of the next turn

Transform – Cost 1 MYT – Flip this card immediately.

Hunger - If this model charges or is charged, flip this card once movement is completed

Baton - COM

1-5	6-8	9+
1	2	3
+1		Fatigue

.38 Revolver - RAN - Range 10"

1-5	6-8	9+
1	2	4
+1		Bleed



Lieutenant Jim Dugan (Insane)

MOV	ARC	COM	RAN	MYT	WND
5/8	4/5	6/5	0/4	3	11

SAN								
8	7	6	5	4	3	2	1	0

Leader – This model when activated gains +1 AP

Reknit - This model heals 1 WND for each MYT it spends during its activation

Fear – This model causes fear. See conditions section in the rulebook.

Starved - If this model deals no damage during its activation flip this card as the activation ends

Claws - COM		
1-5	6-8	9+
3	4	5
+1	Bleed	Haemorrhage

Fangs - COM		
1-5	6-8	9+
1	2	4
Heal 1		Heal 2



Officer Oliver Driver

MOV	ARC	COM	RAN	MYT	WND
4/6	3/4	5/5	4/4	2	9

SAN				
7	6	5	4	3(flip)

Dog Handler – Choose one of the following commands if this model is within 8" of Storm at the beginning of the turn.

- **Heel** - move storm into base contact with this model, ignoring intervening terrain and models , enemies may not make disengaging strikes during this movement
- **Attack** - Storm gains +1 AP & +1/+0 COM during its his next activation this turn.
- **Hold** – if an enemy model suffers damage from storm this turn they gain Fatigue until the end of their next activation.

Under Arrest - This model does +1 damage to unwounded models

Baton COM		
1-5	6-8	9+
1	2	3
+1		Fatigue

Dog Chain COM Range 4"		
1-5	6-8	9+
1	2	3
+1		Fatigue



Officer Oliver Driver (Insane)

MOV	ARC	COM	RAN	MYT	WND
4/6	3/4	5/5	4/4	2	9

SAN (7)			
3	2	1	0

Excessive force- This model does +1 damaged to wounded models

Loyal - +0/+1 MOV when charging an enemy model that is engaged with another friendly model

Baton COM		
1-5	6-8	9+
1	2	3
+1		Fatigue

Dog Chain COM Range 4"		
1-5	6-8	9+
1	2	3
+1		Fatigue



Storm

MOV	ARC	COM	RAN	MYT	WND
6/9	2/4	5/5	2/5	1	8

SAN			
6	5	4	3(flip)

Sure footed- Ignores difficult terrain

Tug O' War – If this model damages an enemy holding an objective, this model gains control of that objective.

Loyal- +0/+1 MOV when charging an enemy model that is engaged with another friendly model

Bite - COM		
1-5	6-8	9+
2	3	4
+1		Bleed



Storm (Insane)

MOV	ARC	COM	RAN	MYT	WND
6/9	2/4	6/4	2/5	1	8

SAN			
3	2	1	0

Sure footed- Ignores difficult terrain

Oblivious- Unable to receive Commands

Bite - COM		
1-5	6-8	9+
2	3	4
+1		Bleed



Officer Stan Page

MOV	ARC	COM	RAN	MYT	WND
4/6	3/3	3/3	6/3	2	7

SAN				
7	6	5	4	3(flip)

Marksman- If this model has not moved this turn its Rifle attack gains +3” Range

Head shot- Critical hits with a Rifle shot do an additional +1 Damage

Under Arrest – This model deals +1 damage to unwounded models.

Baton - COM		
1-5	6-8	9+
1	2	3
+1		Fatigue

Rifle – RAN - Range 12”		
1-5	6-8	9+
2	3	4
+1		Bleed



Officer Stan Page (Insane)

MOV	ARC	COM	RAN	MYT	WND
4/6	3/3	4/4	3/3	2	7

SAN (7)			
3	2	1	0

Excessive force- This model does +1 damage to wounded models

Nervous Twitch – This model may no longer make Aimed Shots

Baton - COM		
1-5	6-8	9+
1	2	3
+1		Fatigue

Rifle - RAN - Range 12"		
1-5	6-8	9+
2	3	4
+1		Bleed



Sergeant Dan Flack

MOV	ARC	COM	RAN	MYT	WND
6/8	4/4	6/5	4/5	2	12

SAN			
6	5	4	3(flip)

Brands – this model rolls 2 D10 for ARC DEF and may chose which result to apply

Juggernaut- Ignores obstacles & difficult terrain

Abomination – This model is an Abomination. See conditions section in the rulebook.

Claws - COM		
1-5	6-8	9+
3	4	5
+1		Haemorrhage

Fangs - COM		
1-5	6-8	9+
1	2	4
Heal 1		Heal 2



Sergeant Dan Flack (Insane)

MOV	ARC	COM	RAN	MYT	WND
6/8	4/4	6/5	4/5	2	12

SAN(6)			
3	2	1	0

Burning Brands – this model suffers 2 WND and all models in base contact suffers 1 WND at the end of this models activation

Juggernaut- Ignores obstacles & difficult terrain

Abomination – This model is an Abomination. See conditions section in the rulebook.

Claws - COM		
1-5	6-8	9+
3	4	5
+1		Haemorrhage

Fangs - COM		
1-5	6-8	9+
1	2	4
Heal 1		Heal 2